King Kong®

Creature Clash™
232926
Operating Instructions

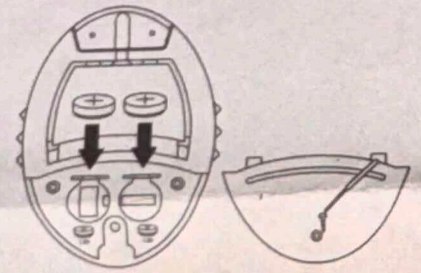
Survival is the name of the game when battling King Kong. Each player should make sure their monster is taken care of, according to the different situations that might come up during the game. By using the wire connection included in the game package, two opposing players are able to fight against each other!

GETTING STARTED

You must remove the plastic slip from the battery compartment. Grasp the tab and gently pull it out. The game will begin when the **[RESET]** button is pressed.

INSTALLATION OF BATTERIES

- *Unscrew the battery cover*
- *Insert two A76/G13 1.5V button cell batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (included)*
- *Screw and replace the cover.*
  (see the illustration of battery replacement)



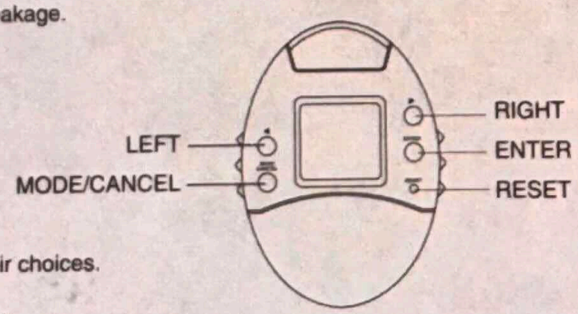
CAUTION:
Battery should be replaced by adult.
Not suitable for children under 36 months.
May contain small parts.

SAFETY BATTERY USAGE

- Different type of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Do not use rechargeable batteries.
- Batteries are to be inserted with the correct polarity.
- The supply terminals are not to be short circuited.
- Exhausted batteries are to be removed from the game unit.
- When not in used, remove batteries to prevent possible leakage.

BUTTON DESCRIPTION

1. *LEFT*
2. *RIGHT*
3. *MODE/CANCEL*
4. *ENTER*
5. *RESET*



[LEFT] / [RIGHT] Button enables player to scroll through their choices.
[ENTER] Button selects a particular choice.
[MODE/CANCEL] Button returns player back to normal mode.

SETTING THE CLOCK

1) Press **[MODE/CANCEL]** to reach the clock mode.
2) Press **[LEFT] [RIGHT]** to turn sound on or off. A bell is displayed when the sound is on.
3) Hold **[ENTER]** for 2 seconds to enter time.
4) When the time is blinking:
   [LEFT] changes the hour.
   [RIGHT] changes the minutes.
   [ENTER] confirms the time setting.

MAINTAINING YOUR MONSTER'S HEALTH

The following commands are needed to keep your monster in prime fighting condition.

INDEX

The index allows the player to check the monster's food level , stress , weight , body fat and power . The stars on the index indicate a high level. For example, a lot of stars on the food level screen indicates it has a lot of food, but a lot of stars on the stress screen means the monster has a lot of stress.

[RIGHT] / [ENTER] shows the next index.
[LEFT] shows the previous index.
[MODE/CANCEL] returns to normal mode.

MEDICAL

If your monster doesn't get enough food, doesn't use the toilet or if it maintains a high stress level, it will become sick and will require medical treatment.

FOOD

Prevents the monster from getting hungry.

SNACK

The snack option is a power boost for the monster. However, if given too many snacks, it will refuse to eat any more for thirty minutes. Also, if your power is at the maximum level (10 stars) and you feed the monster another power snack, its power level will automatically be cut in half to 5 stars.

EXERCISE

Builds up your monster's strength. Choose from lifting weights or running on the tread mill. Exercise uses up energy and makes your monster hungry.

SLEEPING

The monster must sleep at least 4 hours a day. Pressing **[ENTER]** will wake it up any time after that. However, the monster will wake up on its own after 8 hours of sleep if left unattended.

GAMES

Plunk a skunk when it pops out from the ground by pressing **[LEFT]**, **[RIGHT]** and **[ENTER]** buttons. After 10 rounds, the hit percentage is shown. Playing games lowers the stress level of your monster.

TOILET

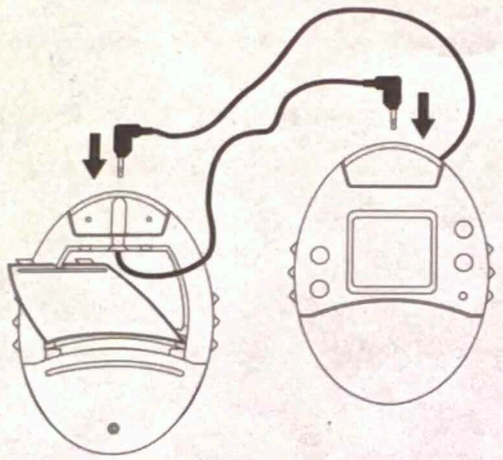
You must make sure that your monster uses the toilet. If not, it will become sick. It cannot use the toilet more than twice within thirty minutes. If the monster uses the toilet 2 times in less than one hour, its stress index will increase.

BATH

Giving your monster baths will decrease the stress index.

FIGHTING

First select whether it will be a one or two monster fight. To play with a one monster fight, your King Kong will fight against a computer opponent by selecting one player and pressing **[ENTER]**. To play with two monsters fighting against each other, two games must be connected by the link cable. For a two monster fight, select two player and press **[ENTER]** to start the play between the two games. The winner will be determined by the levels of FOOD, POWER FOOD (SNACK), EXERCISE, HEALTH AND STRESS INDEX.



If you win, your monster's fighting power will decrease just a little, but if you lose, it will be set all the way back to 0, also, an ambulance will come to take your monster off the battlefield!

GAME OVER

If your monster is sick for 24 hours, the game will end. You can restart the game by pushing the **[RESET]** button.

Try your best to keep your King Kong in good health and GOOD LUCK!

LIMITED 90 DAY WARRANTY

MGA Entertainment warrants to the original purchaser that the product will be free from defects in material or workmanship for a period of 90 days from the date of original purchase.
This warranty does not cover damages resulting from misuse, improper or abnormal usage, negligence, leaking batteries, improper service or other causes not arising from defects in material or workmanship.

During this 90 day warranty period, the product will be either repaired or replaced (at MGA's option) at no charge to the purchaser, when returned to either the retailer with the original sales receipt (containing date of purchase) or to MGA.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned to MGA must be shipped prepaid and insured for loss or damage to:

MGA Entertainment
Repair Department
16730 Schoenborn Street
North Hills, CA 91343-6122

Any returned product should be carefully packed in packing material sufficient to avoid damage during shipment. Please include a written description of the defect, a copy of the original sales receipt (containing date of purchase) and your printed name, address and telephone number.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific rights and you may also have other rights which vary from state to state.

This warranty is only valid within the United States and Canada.

Please keep this Instruction Sheet since it contains important information.
Caution: this product contains glass which may cause injuries if broken.

IMPORTANT
The battery tab is being used to reserve the power. To activate your game the first time, pull the plastic tab at the back of the unit and press the "RESET"button.

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16730 Schoenborn Street,
North Hills, CA 91343 USA
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